LANDON STARK
STILL
DEALINGS

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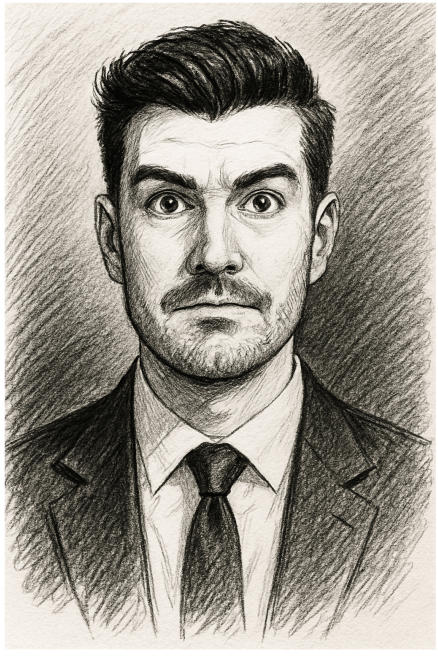
Magician Fun Fact:
Harry Houdini once sued a police officer for falsely claiming his handcuff escapes were faked—and then escaped from the courtroom's own handcuffs *just to prove his point.*

About the author



Landon Stark is a magician, author, and consultant—which is a fancy way of saying he writes books about lying professionally and helps others lie more convincingly. When he's not performing or consulting on magic

projects, he's probably staring at a deck of cards, wondering if it's too late to pursue his backup plan: competitive ferret whispering. He lives somewhere between a bad idea and a standing ovation, and yes, he *did* bring a deck to your wedding.

Introduction

Welcome to *Still Dealings* — a book full of ideas that probably shouldn't have made it out of the garage.

This is not a sleek compendium of elegant card work. It's a collection of weird, wonderful, occasionally questionable magic tricks involving things like balloons, patch hats, and one very suspicious sock. If you've ever looked at a humidifier and thought, "That could be a mentalism reveal," you're in the right place. If not… well, buckle up.

The material here ranges from practical to "do-not-try-this-on-a-date." Some are polished performance pieces. Others are fever dreams with diagrams. But they all come from a deep love of magic — and a slightly concerning habit of turning everyday objects into strange little miracles.

Think of this less as a book and more as a drawer labeled "miscellaneous," filled with effects I couldn't fit anywhere else but didn't have the heart to throw away.

Still weird. Still inventive. *Still Dealings.*

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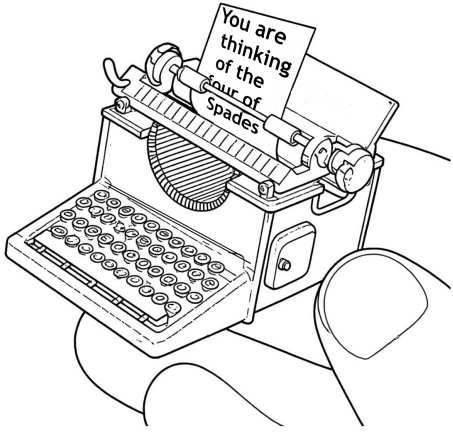
Chapter 1

Tiny Typist



Effect:

A spectator selects a playing card. The magician introduces a tiny toy typewriter and claims it has already typed out a prediction. A

small slip of paper is removed from the typewriter and, impossibly, it reveals the spectator's selected card.

Props Needed:

- A toy miniature typewriter (look for novelty desk versions or keychain-sized ones—many have a slot to insert paper)
- Pre-printed prediction slips (one per force card, trimmed to look like they were typed)

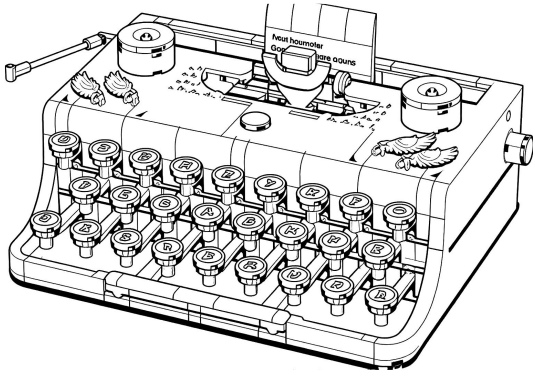
Handling:

1. **Force the card** on the spectator using your preferred method.
2. After they've taken and remembered the card, bring out the tiny typewriter.
    - Treat it as a silly but serious "prediction device."

3. Draw attention to the *already-present* slip of paper in the roller of the typewriter.
    - Say that the machine had a "feeling" about what they'd pick.
4. Slowly remove the slip. It reads something like:
    - *"You will choose the Queen of Hearts."*
5. Let the moment sit, then ask the spectator to reveal their card. It matches.

Optional Upgrade:

You *can* find functioning miniature typewriters online (usually vintage or handmade)—but they're pricey and fragile. If you're looking for authenticity over convenience (and don't mind paying $100–$300), it's a fun flex. Otherwise, the toy version delivers just as much magic and ten times the comedy.



Chapter 2

Gravity Nap

A magician (who looks like Bob Saget) walks onstage with a soft, cozy blanket, sharing a lighthearted story about childhood comfort and strength.

Mid-story, they casually switch the weightless blanket for a visually identical weighted one—effortlessly, without drawing attention.

They invite a kid from the audience to try lifting it. The child tugs and strains, but the blanket won't budge.

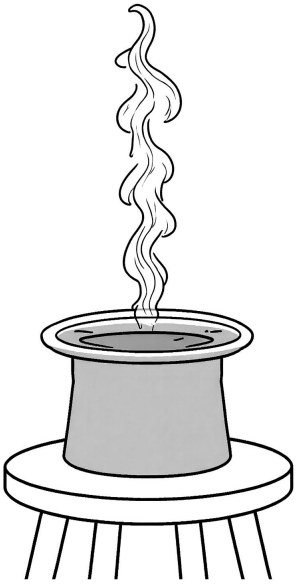
The magician plays along with surprise and jokes, maybe lifting a corner themselves to show how "easy" it is.

For a final twist, they might snap their fingers and pretend even *they* can't lift it anymore, leaving the audience laughing and bewildered.

The secret? Two identical-looking blankets—except one is secretly weighted. (These range anywhere from 5lbs to a back-breaking 50.) Choose the right heft for your routine, and when the moment's right, swap them mid-performance for a surprise that hits heavier than expected.

Chapter 3

Mist



This idea came to me while performing comedy clubs in Arizona. The dry desert air

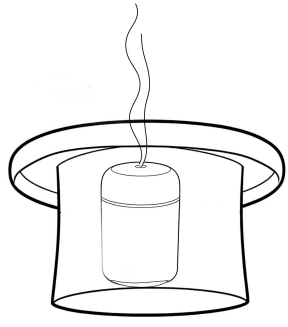
was absolutely wrecking my sinuses, so I picked up a cheap humidifier for my hotel room—just one of those little ones that puff steam like a polite dragon.

Lying in bed one night, watching the mist rise, it hit me: **this looked like stage magic.** So the next day, I bought a top hat from a craft store, dropped the humidifier inside, and boom—instant smoke machine.

It doubled as a prop *and* a sinus saver.

Before shows, I'd place the top hat on a stool, dead center onstage. No magic trick. No hidden load. Just smoke gently pouring from a mysterious hat while guests filed into the showroom. It was subtle, strange, and set the perfect tone before I ever walked onstage.

Sometimes the best preshow atmosphere costs $20 and fixes your allergies.



Chapter 4

Magic 8

A Magic 8 Ball sits on your table, casually ignored. A card is selected or a thought is merely imagined. You pick up the 8 Ball, shake it, and peer inside.

"It's… getting clearer. You're thinking of something… yes, something specific."

You give it one more shake and dramatically reveal the answer inside. The prompt reads: **"You're thinking of…"**

You hand the 8 Ball to the spectator. They shake it—and now, it reads: **"2 of Hearts."**

Their exact card.

The audience erupts. A toy turned oracle.

Method & Notes

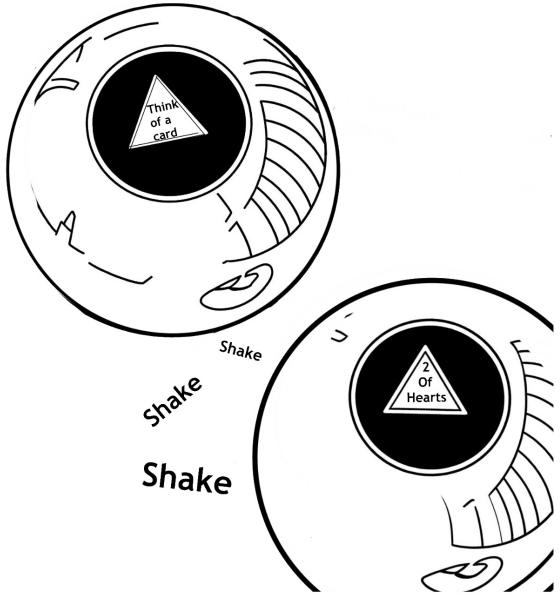
You can get **custom Magic 8 Balls** made online (several novelty manufacturers offer this service) or even DIY one using tutorials and parts. The internal die has **20 sides**, each showing a floating response in the window when shaken.

For this routine, you'll want to customize the die to include:

- The phrase **"You're thinking of…"** on about 10 of the sides
- A specific reveal—such as **"2 of Hearts"**—on the remaining sides

During performance, you shake the 8 Ball until you land on the vague, suggestive phrase: "You're thinking of…" Then hand the ball to the spectator and let them shake it. With 50% of the die faces being the named card, chances are high they hit it within a few shakes. If not, let them shake again—it's a toy, after all. The tension actually adds to the build-up.

The delayed reveal feels completely fair and out of your hands, making the final hit land even harder.



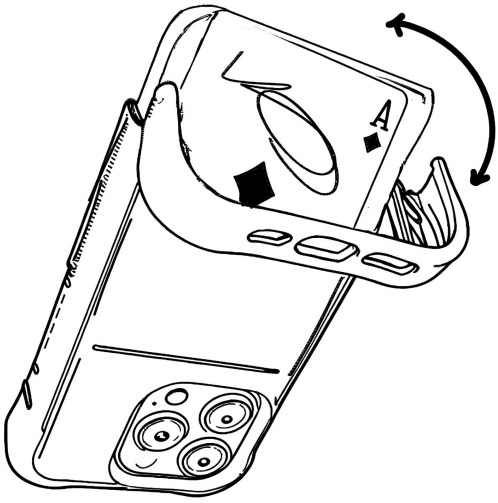
Chapter 5

Card in Phone Wallet

A card is selected, signed, and lost in the deck. With a smirk, the magician holds up his phone—"I keep all my important cards right here." He flips out the pop-out grip wallet attached to the back… and nestled inside is the signed card.

No jacket. No wallet. Just your phone—and a casual, devastating reveal.

The method hides in plain sight: a grip-style phone case with a card slot. You can preload a duplicate, or load a real signed card during offbeat moments. Best part? Everyone knows what these phone cases are, and *no one* expects one to be a magic prop.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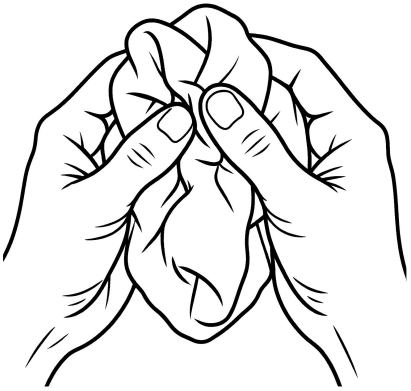
Chapter 6

The Final Sip

Throughout the show, the magician casually sips from a cup—chatting, performing, interacting naturally. It's part of the rhythm of the performance. Innocent. Forgettable.

Then, at the end, the magician produces a silk. They drape it over the cup… snap their fingers… and lift the silk.

The cup is gone.

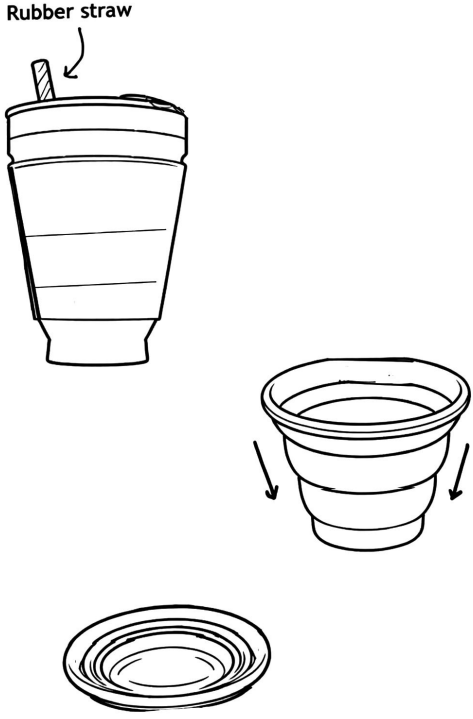


The method uses a collapsible silicone cup, like those made by Stojo or similar brands. These compress into a small disc, roughly the size of a hockey puck. The rubber straw adds to the casual look but also folds easily with no noise.

At some point during the show—or during the moment of cover—you collapse the cup by pressing it flat while it's covered by the silk. Once compressed, the cup is easily concealed: you can ditch it into a servante, behind a prop, or even retain it in the folds of

the silk. If timed cleanly, it looks as though the cup simply vanishes under the fabric.

The real strength is in the structure: the cup's presence throughout the show makes it feel real, permanent. The vanish reframes everything that came before it.



Chapter 7

Eavesdrop Ink

Mentalists, This One's for You.

Picture this: a spectator is asked to write down a word—any word—on a piece of paper. As they write, you casually say, "Focus on each letter as you write it. Say the word slowly in your mind—or even whisper it as you go. It helps me tune in to your thoughts."

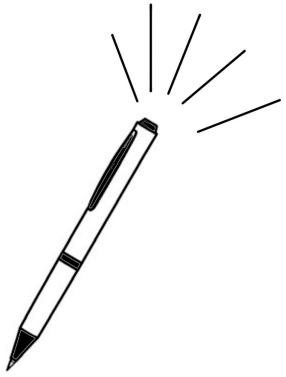
They begin to write, softly repeating the word to themselves as instructed.

You stand across the stage, eyes closed, reading their body language—or so it seems. In reality, you're listening through a nearly invisible nude earpiece, synced to your phone. The signal comes from a **Bluetooth spy pen** placed innocently in their hand. It looks like

a cheap hotel pen. It's actually a hidden microphone.

Within seconds, you call out the exact word they wrote.

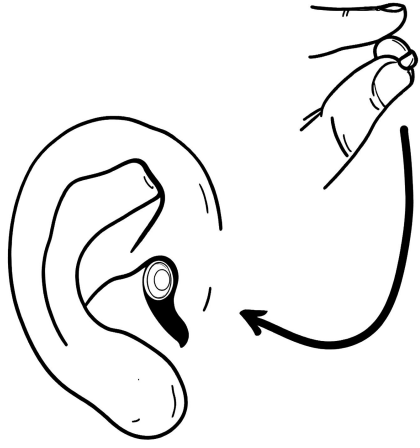
You look like a telepath. All you did was give them a pen.



Behind the Curtain

Bluetooth audio spy pens with built-in mics are now dirt-cheap and surprisingly effective. Sync one to a tiny nude earpiece (also widely available), and you've got a real-time feed from whatever they whisper. The scripting makes it all feel organic—just part of the mental process.

No switching, no peeking, no force. Just one secret line of audio… and the illusion of pure thought reading.



Application:

A mentalist colleague suggested a clever two-hit routine: Have the spectator step into another room and lightly hum or sing a song—something like *Shake It Off* by Taylor Swift—while simultaneously drawing the artist. When they return, you not only reveal who they drew, but also divine the song they were thinking of.

Chapter 8

Heat of the Moment

A card is selected and lost in the deck. The magician never touches it again. Instead, they hand the spectator a simple card box and ask them to cup it between their palms. "Just hold it. And think about your card. Not the name… the feeling of it."

As the magician begins to "tune in," the spectator starts to notice something strange. The box is warming up. Slowly at first—then unmistakably. Within seconds, it becomes hot. *Uncomfortably* hot. You urge them to keep holding it. "That heat? That's your thought—turning real."

The tension builds. The heat continues to rise. Finally, the magician looks the spectator in the eyes, smiles, and says:

"It's the Three of Hearts."

And it is. No card is inside the box. No sleight. No switch. Just a name spoken aloud, with absolute certainty—and a box so hot they could swear it had something to do with it.

Method & Handling

Inside the card box, you've secretly placed a rechargeable hand warmer. These are compact, USB-powered units that generate warmth within seconds of activation. The key is subtlety: the heat builds slowly, giving the impression that something is reacting—not mechanically, but emotionally or mentally.

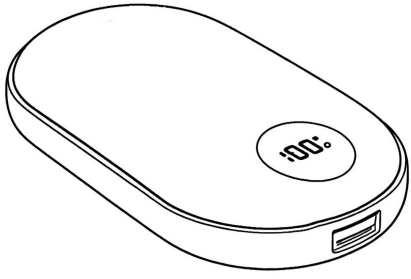
Before the performance, the card box is prepped. Remove the cards, line the inside with thin padding, and place the hand warmer snugly inside. Just before handing the box to the spectator, press and hold the power button to turn on the warmer. Then hand it off and never touch it again. The warmth begins to rise while you talk. The pacing and timing of your patter allow the sensation to bloom in the spectator's hands, making the heat feel earned—not gimmicked.

This doesn't work because of a secret device. It works because you gave the heat meaning.

What to Use and Where to Get It

Look for a slim rechargeable hand warmer designed for pockets or gloves. Most are small enough to fit inside a standard card box with minor adjustments. One reliable option is the Ocoopa Mini Hand Warmer, available on Amazon for around $15 to $20. It's USB-rechargeable, discreet, and heats up in under 15 seconds.

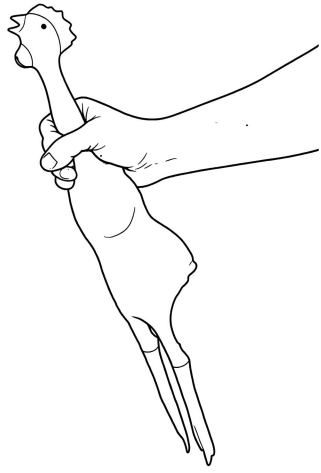
You can also find similar models on sites like Temu, AliExpress, or in sporting goods stores under listings like "electric hand warmer."



Chapter 9

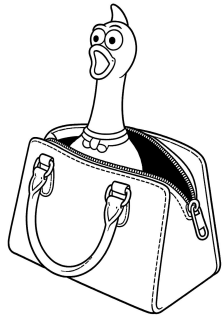
Fowl Play

Here's a fun and fooling "find-an-item" routine: You hand out a ridiculous object—say, a rubber chicken—and have an audience member hide it anywhere in the room.

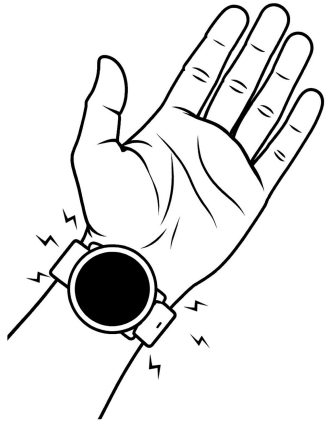


Without seeing where they go, you're able to divine the exact location. The secret? You've planted a Bluetooth tracker inside the object.

I like using a rubber chicken because once the tracker's inside, you can still squeeze it to make that obnoxious squeaky noise—it's funny, unexpected, and oddly helpful for misdirection. Plus, it fits my vibe. But really, you can use anything: a stuffed animal, a book, a shoe, a balloon, a purse, even a bag of chips. If it can hold a tracker, it can hold a secret.



These trackers (like Tile or Apple AirTag) are designed to help people find their car keys—but here, they help you find a laugh *and* a climax. Just sync it to your smartwatch, and as you get closer, it vibrates like a built-in hot-or-cold detector. They cost under $30 and are easy to find online.



Chapter 10

Compartmentalized

The Card-in-Shoe 2.0

There are a million card-in-shoe effects out there. I've published a few myself. Lately, though, I've been pushing to get more out of the routine—something with a bit more journey and a lot more payoff.

Here's the handling: A card is selected and lost in the deck. You slowly take off your shoe. The audience braces for the reveal… but nothing's inside. You dig deeper—peel back the insole, tear into the padding, and finally reveal a **hidden heel compartment**. Inside? A single folded card. Their selection.

It plays like a deconstruction, both literal and theatrical. And it hits way harder than the typical "oh look, it's in my shoe."

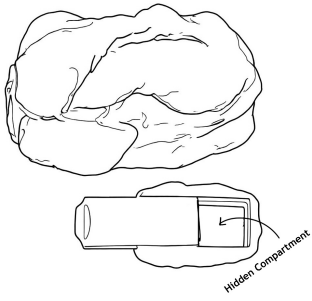
These secret heel compartments are surprisingly easy to find. Search **"secret heel stash insert"** on Amazon or Etsy—usually around **$10 to $15**. You can preload a duplicate or a written prediction and simply slip it into your shoe before the routine.

Max astonishment. Minimum setup. A fresh spin on a classic.
Because if you're going to do card-to-shoe… at least make 'em *work* for it.

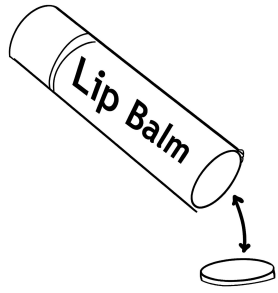
Since we're on the topic of sneaky storage, here are a few everyday products that double as perfect magic utilities—each one designed for concealment, and each one begging to be repurposed for a killer reveal:

- **The Rock That Knows**
  This realistic-looking garden rock is actually a key hider. Toss it in a pile of real stones during an outdoor show or picnic set, and use it for a mind-blow-

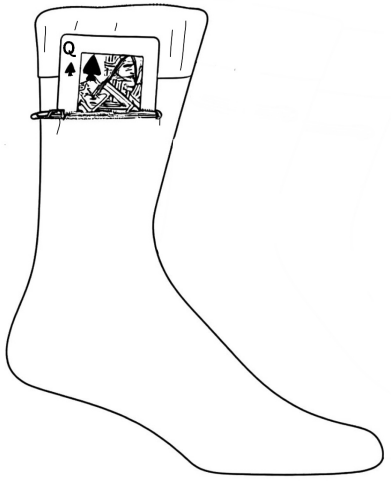
ing card, coin, or billet reveal. Great for "I buried your thoughts" vibes.
Search: "Hide-a-Key Rock" — usually around $6–10.



- **Chaptrick**
  Fake chapstick tubes are often used as pill cases or stash containers. But they're also perfect for holding a prediction, a rolled-up bill, or even a folded card. Imagine pulling a chosen card from your pocket lip balm. Unexpected and disarming.
  Search: "Stash Chapstick" or "Hidden Pill Tube" — around $5–8.



- **Sock It to 'Em**
  These aren't your everyday socks. Designed for runners, they feature hidden zipper pockets for keys or cards. Perfect for a card-to-impossible-location routine—or a "why on earth is my signed bill zipped into a sock?" moment.
  Search: "Zipper Pocket Running Socks" — about $10–12 per pair.



These items are affordable, durable, and fly completely under the radar. Magic doesn't always need a gimmick. But it never hurts to have a few… cleverly disguised.

Chapter 11

Photo Finish

A spectator selects a playing card. The magician takes a moment, then says, "Your card isn't just in your head… it's on *my* hand."

From their pocket, the magician produces a small UV flashlight and hands it to the spectator. "Shine it here," they say, holding out their fingers.

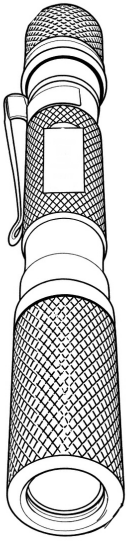
As the beam hits the magician's fingernails, glowing letters begin to appear—one on each nail—spelling out the spectator's chosen card.

Handling

Before the performance, use a UV-reactive marker to write the name of a playing card across your fingernails—one letter per nail. For example, "TEN HEARTS" or "8♦." The ink is invisible under normal light but glows under ultraviolet.

Materials & Where to Get Them

You can find invisible UV markers and small blacklight flashlights easily online. Search Amazon for invisible ink pens or UV markers, such as the SGODDE Invisible Ink Pen, and mini UV LED flashlights or blacklight keychains. Together, they cost around $8 to $15 total and take up almost no pocket space.



Black Light
Flashlight

Black Light pen

Chapter 12

QR sticker

A spectator selects a card and memorizes it. The magician takes it back, has them shuffle the deck, and seemingly moves on. Then, with a confident smile, the magician reaches into their pocket and pulls out a single playing card — dramatically revealing… the wrong card.

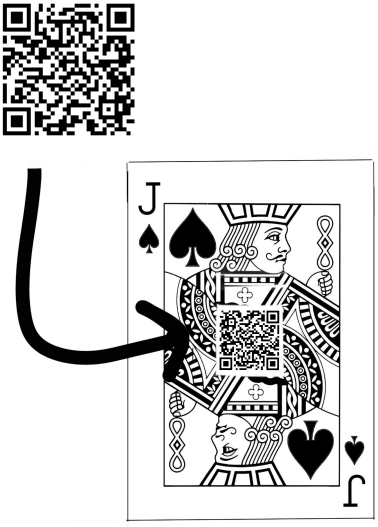
Confusion sets in. It's clearly not the spectator's selection.

But something's printed on the card — a small QR code in the corner.

The magician says nothing.

The spectator scans the code with their phone. It opens a Wikipedia page for a movie called *Queen of Hearts*… which just so hap-

pens to be the exact name of their chosen card.



Method:
This is my twist on Asi Wind's *Gypsy Queen*. You can't let them name any card freely — you'll need to force one. Once the card is chosen, use any convincing method to switch it out for a "wrong" card that has a pre-printed QR code on it. The QR code is a sticker, ordered online and linked to a page related to the force card — in this case, a Wikipedia article for the movie *Queen of Hearts*.

You can customize this further by linking to YouTube videos (e.g., *Ace of Spades* by

Motörhead), IMDB pages, Spotify songs, or anything else that ties in with the name or theme of the force card.

It's a great blend of tech, surprise, and story — turning a "mistake" into a layered, memorable reveal.

Chapter 13

QTip

Here's a weird one.

The magician holds up what looks like a simple Q-tip. They strike a lighter and ignite one end — *whoosh!* A dramatic burst of flame shoots up from the cotton. The magician casually waves the stick, and somehow… the other end now has cotton as well. They light that side too — *another fiery flash!*

Now holding what resembles a charred little wand of chaos, the magician says, "Want to see it disappear?" With a mischievous grin, they cover the tiny wand with both hands… then reveal it's gone.

Handling:

To build this bizarre fire-wand miracle, you'll need:

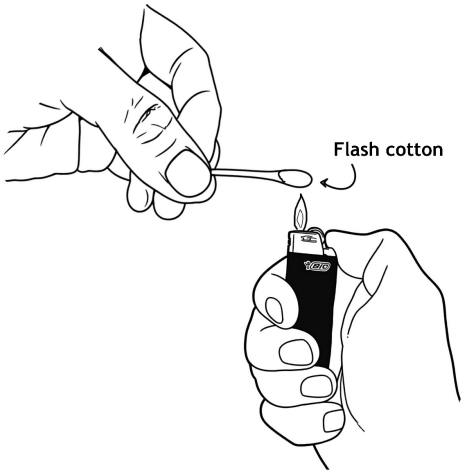
- Flash cotton

DANGER!
Extremary flammable materials
For professional use only.
Use and misuse of these products
is the responsibility of user.
•Dry before using the products.
•Not for anyone under 18.

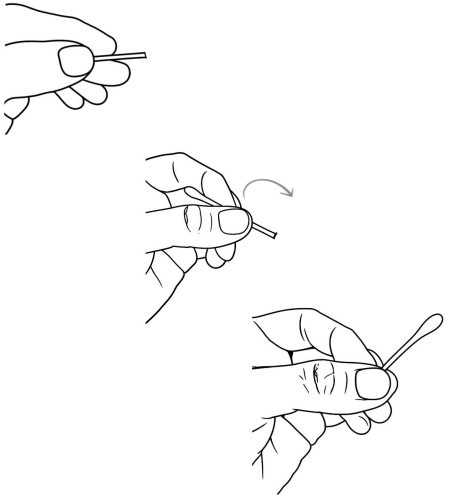
- Heat shrink tubing (the kind used for electrical wires)

Start with a small length of shrink tubing, around Q-tip size. Wrap a tiny tuft of flash cotton around one end. Do the same on the other side. It now resembles a cotton swab that hates eyebrows.

When you're ready to perform, ignite one end — the flash cotton ignites with a satisfying flame burst.



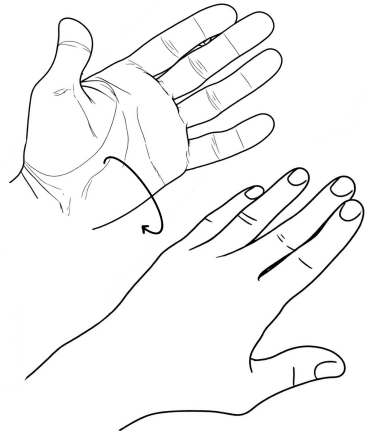
Casually wave the stick and rotate it, revealing the opposite side.



Light that end too for round two of miniature arson. Now you're left with the bare

shrink tube — no cotton, just the charred "wand."

To vanish it, cover the tube between both palms. As you do, discreetly roll it into a tight ball and wedge it between your index and middle fingers. With some natural hand separation, open both palms to show it's vanished.



Chapter 14

Off the Top

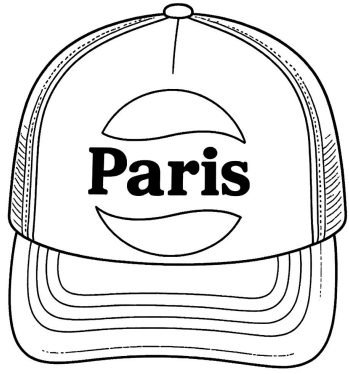
You ask a spectator to think of a city — perhaps via a force or preshow. Let's say they're thinking of *Paris*. You pivot the conversation and casually say, "You know, I love hats. My client is Pepsi — they gave me this sick one last week." You show the hat. Big, bold *Pepsi* logo on the front. Clear as day.

After some fun byplay and a failed guess or two, they finally say their thought-of city: "Paris."

You pause, smirk, and say, "Oh yeah... I was just there."

You point to the same hat — but now the *Pepsi* logo has **visibly changed** to read *Paris,* staring them in the face.

And for the kicker? You take off the hat and hand it to them. It's a real patch hat.



Method Notes:

Use a **Velcro patch hat** (widely available) with a swappable front logo. Begin with a real brand logo (like Pepsi), and during an offbeat — like while looking for a Sharpie, reacting to a joke, or turning your body — secretly switch the patch to your force reveal (e.g., *Paris*).

You can print custom patches online with any text, graphic, or logo. Keep extras on you to repeat the effect with different reveals (cards, names, symbols, etc.).

Chapter 15

Hologram

The magician shows a photo of themselves holding a playing card — but it's clearly the *wrong* card. The spectator looks confused... until the magician slowly tilts the photo. The card in the image visually morphs into their *exact* selection.

It's not an app, not a trick photo — it's printed. And as a kicker, the magician hands the photo to the spectator to keep.

Photo 1

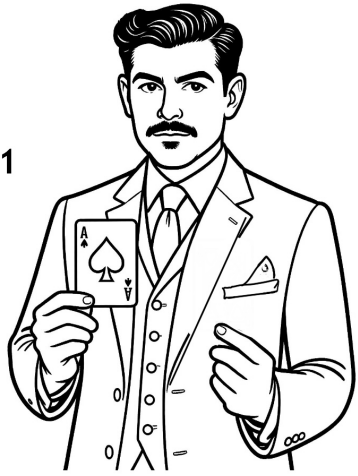


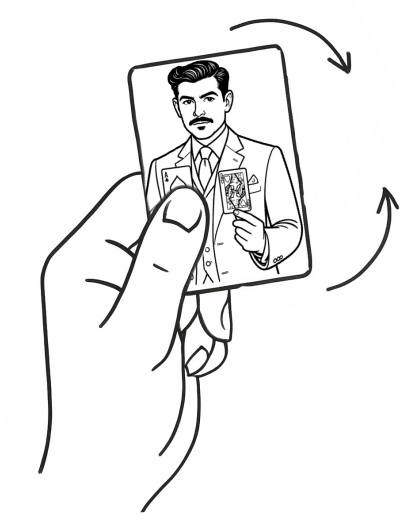
Photo 2

Method:
This uses a custom **lenticular print** — a holographic-style photo that changes based on viewing angle. Upload two images: one of you holding the wrong card, and one

with the correct selection. When printed as a lenticular card, the image shifts seamlessly as it tilts.

These prints are surprisingly affordable and can be ordered from custom lenticular printing services online (search for "custom lenticular postcards" or "flip images"). Prices vary depending on quantity and size, but bulk orders often make them viable as giveaways.

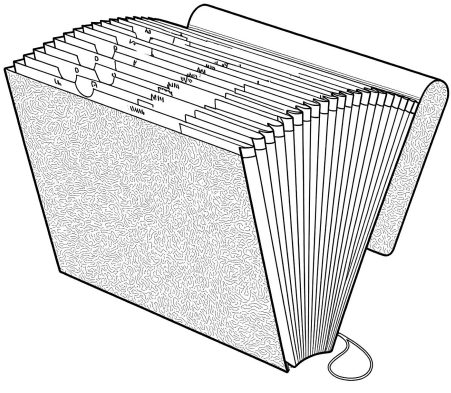
You now have a one-of-a-kind, physical reveal that doubles as a souvenir — perfect for close-up sets, client gifts, or even branded marketing. It's a magic moment they'll talk about for ages.



Chapter 16

Paper Trail

A card is either forced or pre-show selected. You ask the spectator what card they chose. With complete confidence, you say, *"I have your card right here."* You then pull out an accordion file folder—the kind accountants fear—and begin flipping through its labeled tabs.



This gets an immediate laugh. The audience assumes you've painstakingly alphabetized all 52 cards into the folder. You eventually find their named card, dramatically pull it out, and get a solid chuckle (and probably a few groans) at the absurdity.

Then comes the twist.

You pause, grin, and say, *"Actually… I was so sure you'd choose that one…"* And one by one, you reveal that every slot in the folder contains the exact same card—their card. A full file folder of duplicates, just to prove how confident (and unhinged) you are.

The Ultimate Overkill Card Revelation (for the Stage Purist):

If you're a stage performer hunting for the *cleanest, most impossible* reveal of a "freely" chosen card, here's an unhinged idea that actually plays deadly fair:

Backstage, you have 52 accordion file folders. Each one is secretly labeled for a specific card—one folder for every card in the deck.

Inside each folder? A stack of identical duplicates of that card (thank you, one-way force decks).

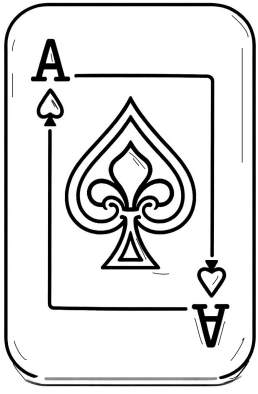
Yes, this setup will cost you a few hundred bucks in folders and duplicate cards, but the result is a moment that feels like true mind reading or impossible prediction.

It's the kind of method that says, *"I care way too much... and it was worth it."*

Chapter 17

Soapernatural

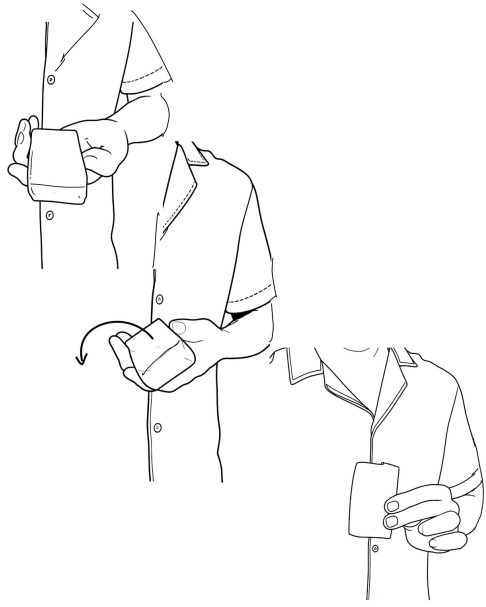
Effect:
A chosen card or thought mysteriously appears *etched* into a bar of hotel soap. Yes, soap. And yes, it kills.



Presentation:
This is my favorite piece of comedy magic,

and it gets a squeaky clean reaction every time (pun intended).

You begin by casually introducing a bar of soap, showing both sides with a paddle move: "Every time I travel for shows, I stay at... let's call them 'character-building' hotels. You can always judge a hotel by their soap. If it looks like a breath mint and dissolves faster than the marriage that booked the room—you're in trouble."



Let them laugh (or half-heartedly smirk).

You continue:
"Now, I liked this bar so much, I *stole* it. But I also did something weird with it..."

Place the soap in the spectator's hand.

Force a card or word beforehand. After the selection, direct them to slowly flip over the bar—etched into it is the exact card or word.

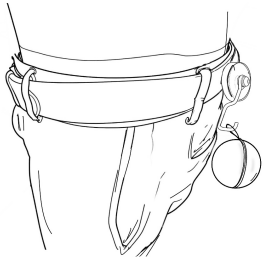
Method:
Just force the card or thought. The reveal is etched into a custom-made bar of soap (you can order engraved bars cheaply online—Etsy is my go-to supplier).

Optional convincer: lightly "soap" the blank bar before the trick with a wet sponge to give it a hotel-used texture.

Chapter 18

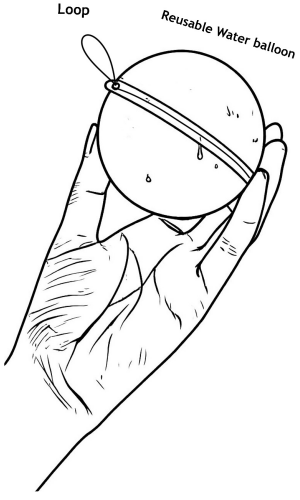
HydroDrop

Reusable water balloons make killer liquid holdouts.
I clip a magnetic shower hook to a beefy belt magnet (total overkill, but I like living dangerously).

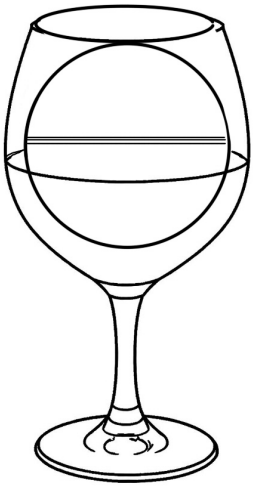


Then I load a reusable balloon with any liquid—wine, milk, cold brew, spectator tears—and when the time's right, I steal it and pour it into a glass like I'm summoning spir-

its. I also stitched a little thread loop onto the side of the balloon for easy grabbing—totally optional.



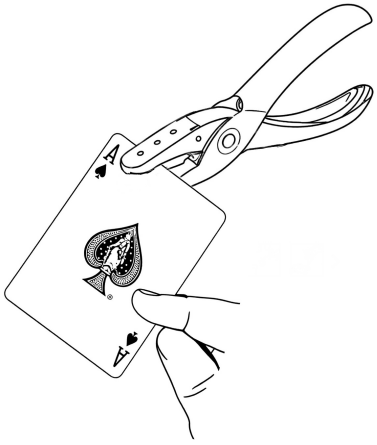
You can find reusable water balloons on Amazon—search **"TICPOP Magnetic Reusable Water Balloons"**



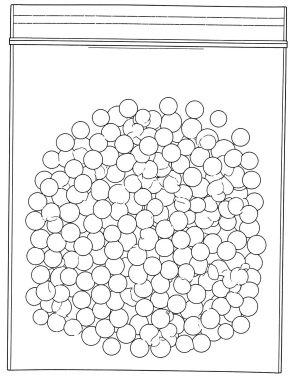
Chapter 19

Punch Line

Effect:
A card is selected. The magician says, "To make sure this is the *only* card like it in the world, I'll punch a hole in it—as evidence."



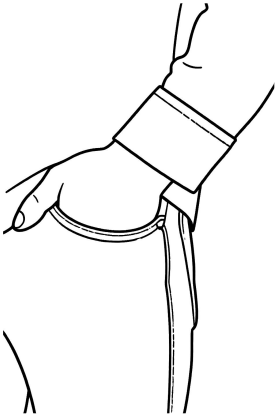
You punch a hole in the card and drop the punched-out circle into a bag filled with dozens of similar paper chads.



After a shake, you reach in and impossibly pull out *the exact circle* that came from the selected card—it matches perfectly.

Method:
Use a hole punch with a built-in collector (a guard that traps the punched pieces). Pre-punch a duplicate of the force card and keep the matching circle hidden in your pocket. Force the pre-punched version—just don't reveal the hole yet.
When you're ready to "punch" it, align the hole punch over the existing hole and mime the action. Open the puncher and casually dump out a decoy hole from its collector into a bag already containing many similar chads. Have the spectator shake it.

As you "put away" the hole punch, casually retrieve the matching circle from your pocket.



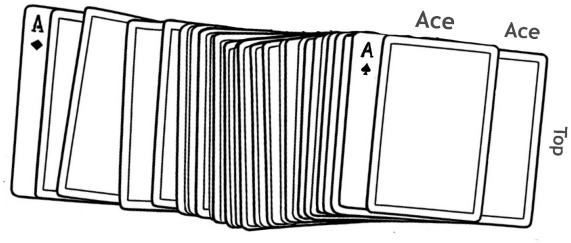
Reach into the bag with that same hand and produce the perfect match—proving, impossibly, that it could only have come from that one card.

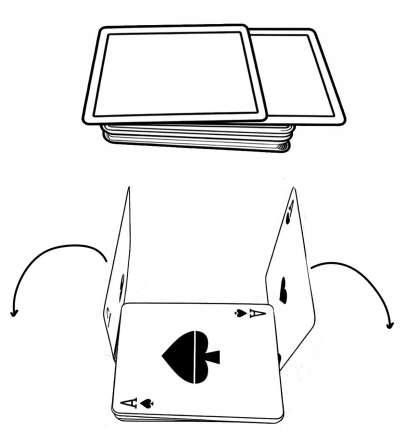
Chapter 20

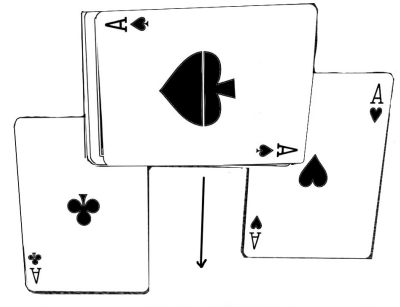
Quaternary

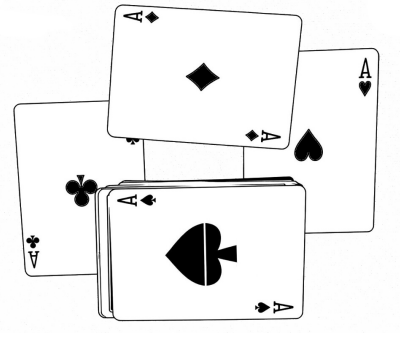
I wasn't planning to include any card work in this book—but card magic was my first love, and well... I like what I like. So here's a flashy four-card production I couldn't resist throwing in. I'll let the illustrations do the heavy lifting.

Setup







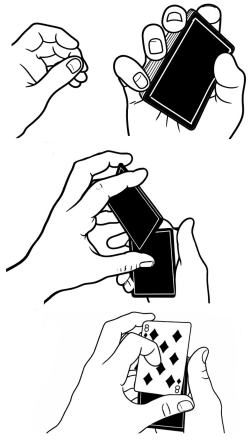


Chapter 21

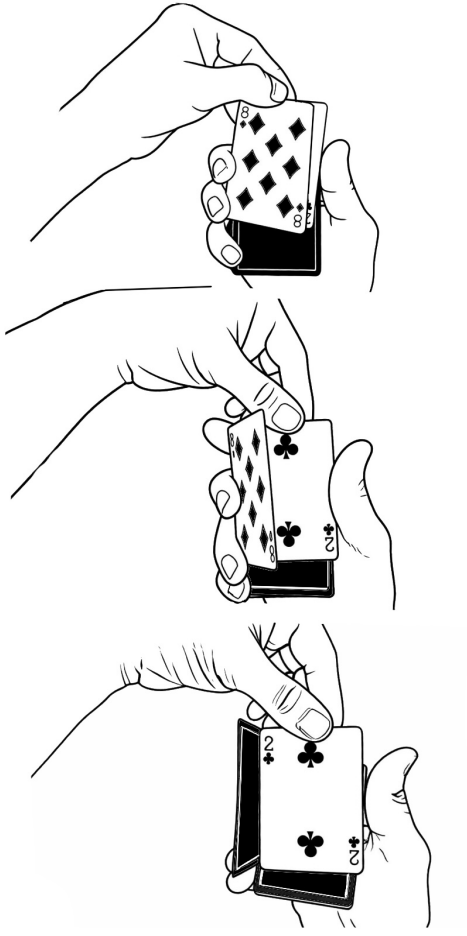
Reflex Change

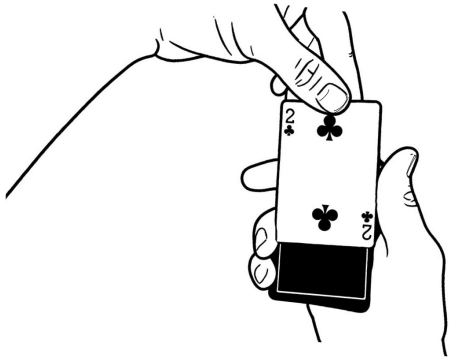
Alright, I lied—here's another one. A knacky little card change with just enough attitude to be worth the trouble.

Lift off a triple and turn it face up, letting it casually hang off the front like it's dangling its feet off a ledge.

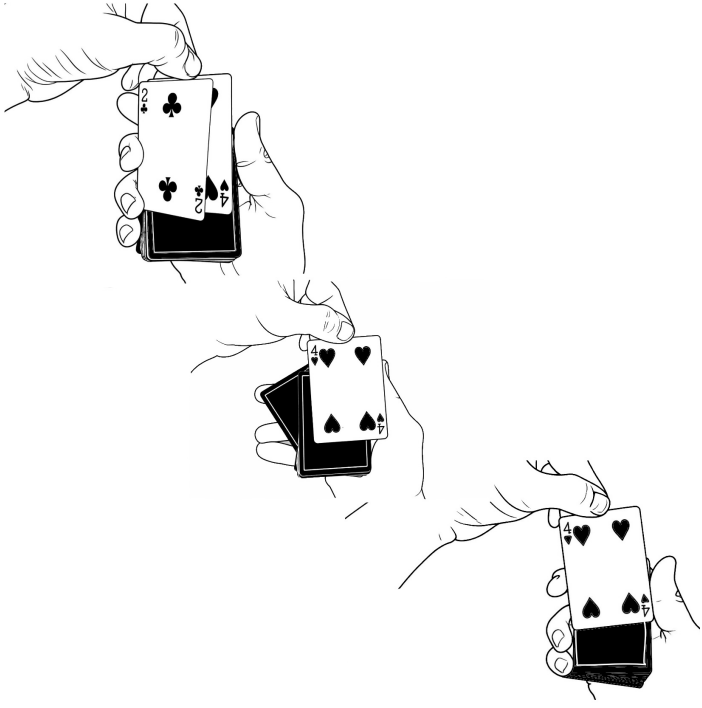


Now perform a pseudo-Cardini change, flipping the face-down card from the front to the bottom like you're sweeping something embarrassing under the rug.





Repeat the move for a double change.

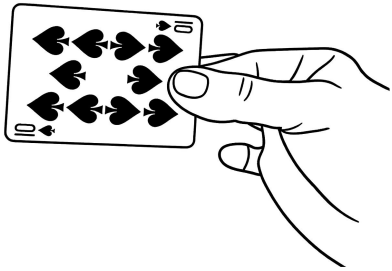


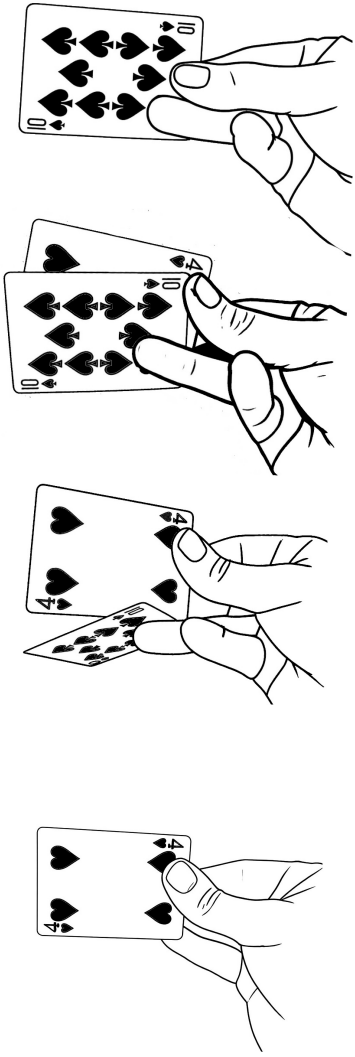
Chapter 22

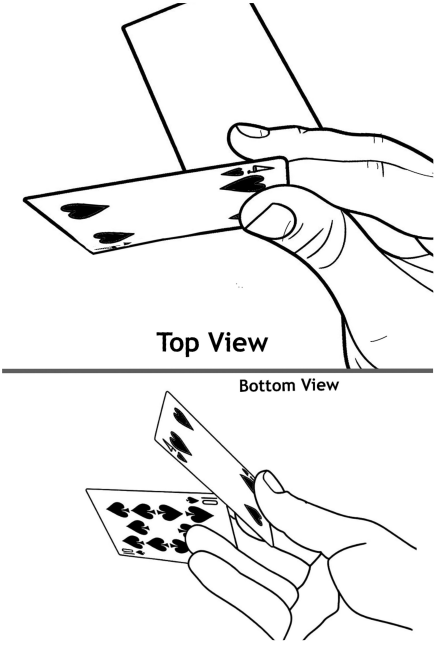
Flicker Change

Here's a fun, quick card change.

It has more angles than a conspiracy theorist's YouTube playlist. (Follow along with the illustrations.)







Afterthought: It looks great on camera—and sometimes in the real world if your spectator has a heavy astigmatism.

Chapter 23

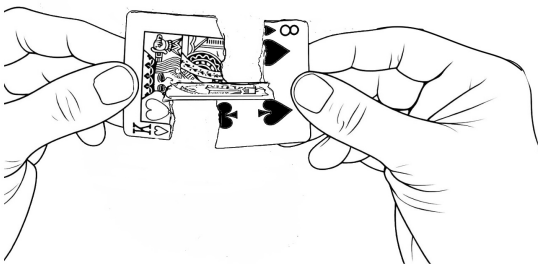
Impossible Anniversary

One of my all-time favorite pieces of magic is the *Anniversary Waltz*. It's intimate, powerful, and emotionally bulletproof.

Effect (Classic Version):
Two spectators each choose a card and sign them. One at a time, the cards fuse together—*face to face*—into a single, impossible souvenir. It's now one double-faced card, signed on both sides, trapped in a relationship more committed than most marriages.

Now here's the kicker:
Instead of leaving them with a fragile double-facer to lose in their car or forget in a

drawer, you turn that signed card into an *impossible object*.



Handling:
After you've created the double-faced signed card, here's how to transform it into a warped souvenir that *shouldn't be possible*:

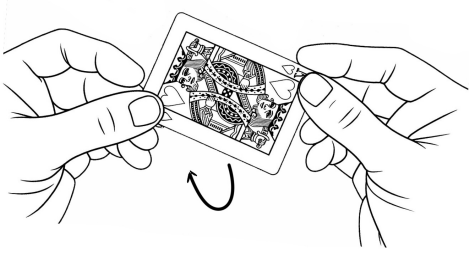
1. **Tear #1:**
   Tear the card **lengthwise**, a little more than halfway up the center.

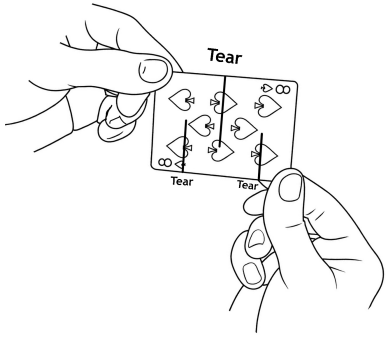
2. **Flip:**
   Rotate the torn card 180° (like flipping a pancake).

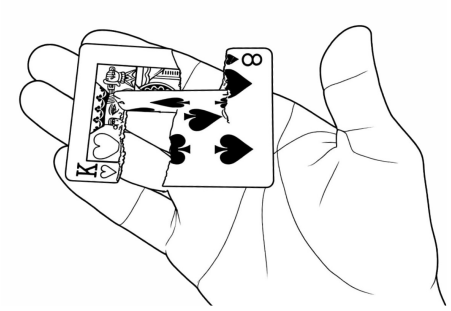
3. **Tears #2 and #3:**
   Now tear downwards from each edge, stopping halfway—*just to the edge of your first tear*. You're creating two more flaps on opposite sides, splitting the difference (see illustration).

4. **Final Fold:**
   Gently bend one half of the card around. It will lock into a shape that *shouldn't logically exist*—a visual paradox in paper form.

Result:
You've created a *linked, interlocked loop* from a single card. It's the perfect metaphor for a relationship: messy, twisted, impossible to untangle—and somehow still together.







Chapter 24

Under the Surface

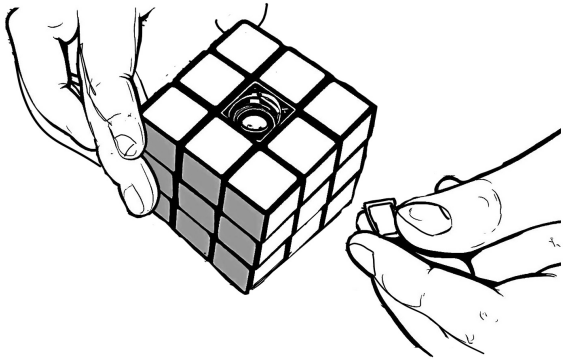
Here's a killer kicker to add to your Rubik's Cube routine:
You can secretly hide a small object—like a folded-up prediction, a corner of a playing card, or even a tiny scroll with a spectator's name—*underneath one of the cube's tiles*.

Just pop off a cap (they pry off with a fingernail or a knife if you're feeling dramatic), tuck your secret underneath, and snap the tile back in place. I usually mark that tile with a subtle dot or scratch so I can find it easily mid-performance.

Now, after your usual cube routine—solving it, mixing it, vanishing it into a bag of anxiety—*you have a final impossible reveal baked*

in. Just twist to the right spot, pry up the marked tile, and boom: a hidden message, a signed piece, or a personal kicker that sends the whole room into orbit.

It's the moment where the cube goes from clever… to criminal.



Chapter 25

The Jolt Production

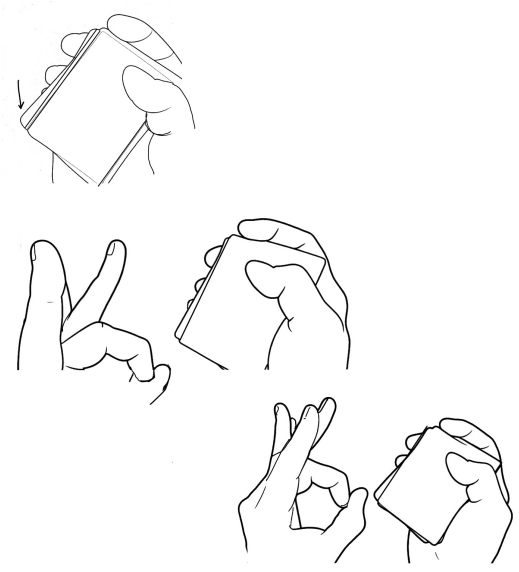
Effect:
You thump the side of the deck—and BAM—a four-of-a-kind shoots out dramatically, face-up, like the cards just made a decision.

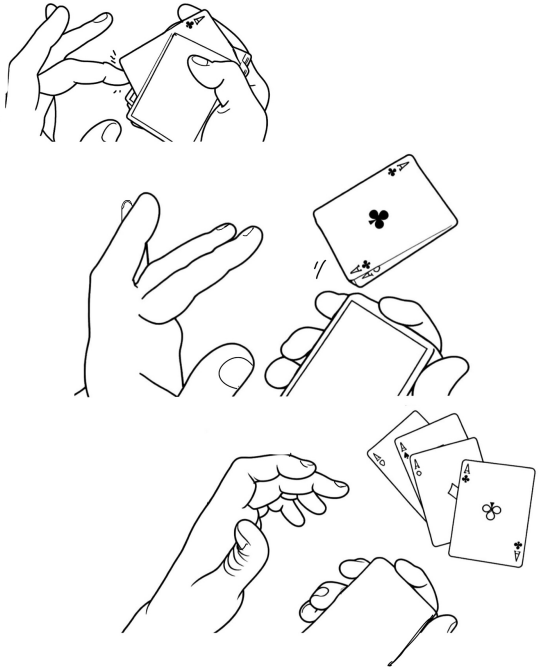
Handling:
Secretly load your chosen four-of-a-kind face-up *beneath* the top card. Slightly side-jog these four along the bottom outer edge of the deck. When you "thump" that corner with your free hand, the jogged cards will launch outward, flipping face-up as they fly.

Alternate Handling (Single Card Version):
You can also use this as a flashy reveal

for a single selection. Control the chosen card second from the top (Tilt works great here). Then thump the deck—keeping a loose thumb grip on the top card—and the selection will shoot out, face-up.

Tip:
Use a looser grip on the top card during the thump to reduce friction and allow the card(s) below to fly cleanly. It's all about pressure and angle—experiment until it feels like you're smacking secrets out of the deck.



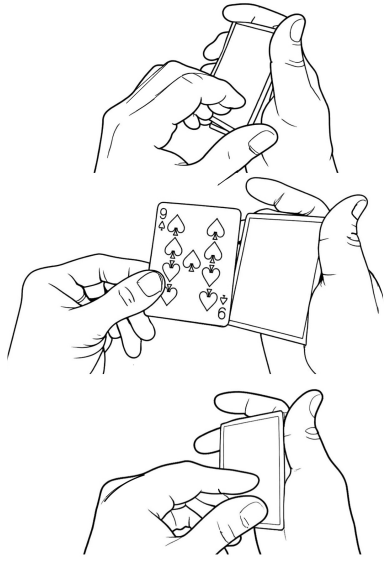


Chapter 26

The Transporter

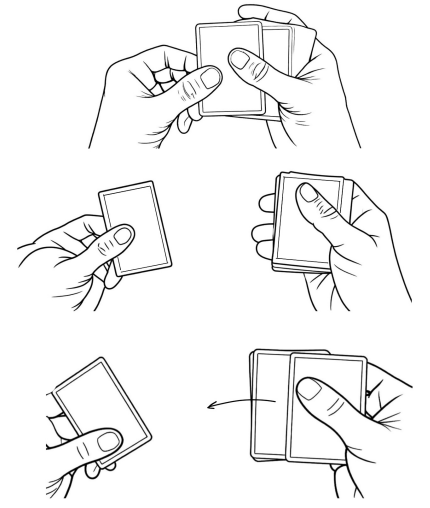
Effect:
A selected card appears to *jump* from one hand to the other in mid-air—riding a deck tossed between hands. The visual is clean, fast, and surprisingly deceptive.

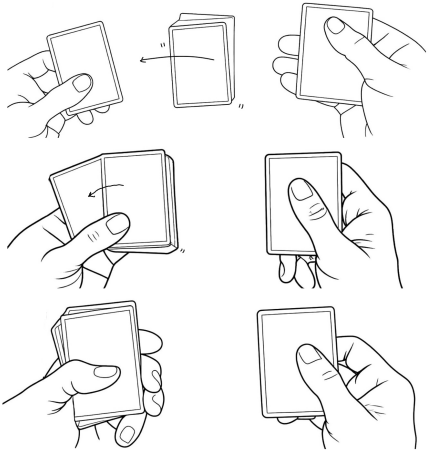
Handling:
Start with a **double lift** to show the "top" card (actually the second card).



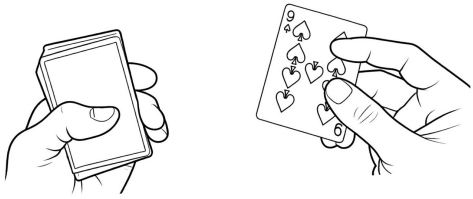
Turn the double face down and lay the *top* card (the decoy) face-down on your free palm—it looks like you're isolating the selection.

In your other hand, grip the rest of the deck with your thumb applying slight **downward pressure** on the top card (the real selection). Now, **toss the deck sideways** onto the hand holding the decoy. The real selection stays behind in your tossing hand—secretly retained by your thumb—while the deck lands convincingly on top of the decoy.





Now for the reveal: flip over the retained card in your throwing hand—it's the selection!

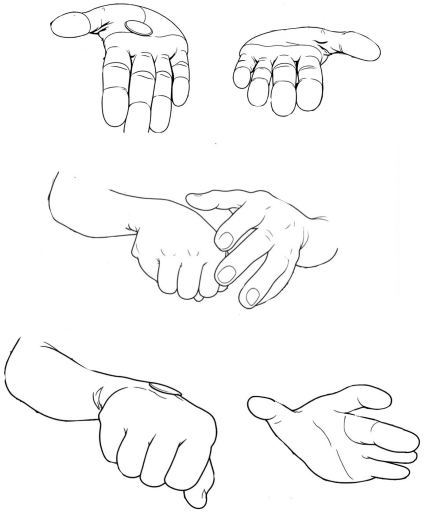


Why It Works:
This moment plays beautifully because it shifts the visual **horizontally**—a unique contrast to the vertical motions of most ambitious sequences.

Chapter 27

Ricochet Coin

Effect:
A coin impossibly passes through your hand. It starts inside your closed fist and somehow ends up on top of it.



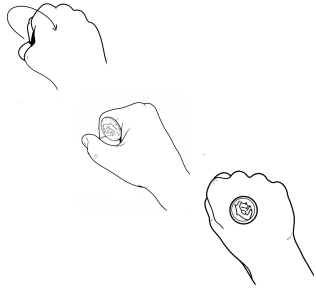
Handling:
Begin with a coin **gripped loosely** in your downward-facing hand (palm-down), fingers curled just enough to cradle the coin.

Bring your other hand over the top, mimicking a downward pressing motion. As you lift both hands upward slightly, **open your lower hand just enough** to let the coin fall out.

In one fluid motion, the coin **bounces off the palm of the upper hand** (the one pressing) and lands cleanly on top of the closed lower fist.

It happens fast—almost too fast to process—which makes the illusion incredibly deceptive. It looks as if the coin has jumped *upward through your own hand.*

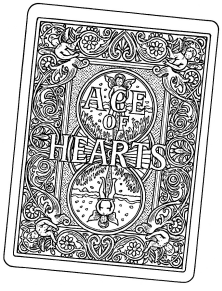
Exposed View of bottom hand:



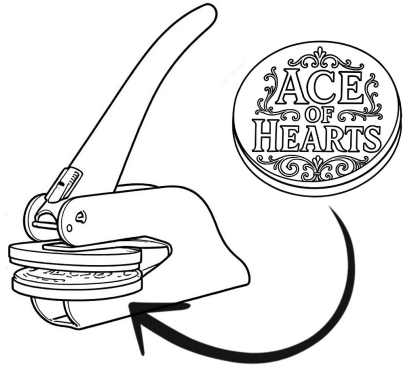
Chapter 28

Lead Zeppelin

Effect:
A card is selected and lost in the deck. The magician turns over a card—it's *not* the selection. It's placed face down on the table. A napkin or slip of paper is laid on top, and the magician begins gently rubbing it with the side of a pencil. Slowly, the name of the selected card *appears* through the paper like a ghostly reveal. When the paper is removed and the card beneath is turned over—it has *transformed* into the selection.



Handling & Method:
You'll need a **custom impression stamp**—these are inexpensive and easy to order on Amazon or Etsy. Just upload the name of a playing card (e.g., "Ace of Hearts") and have the stamp made. You're looking for a raised, **embossed-style stamp** that creates a tactile impression when pressed against paper.



Here's how to set it up:

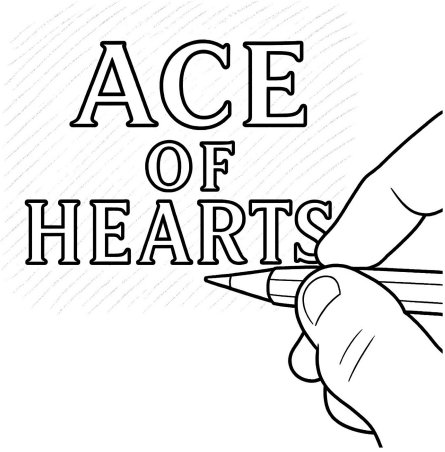
1. **Prep the Force Card:**
   Use your stamp to press the **back** of the matching force card so the words are embossed and slightly raised. This will be invisible during normal handling but perfect for the pencil rub reveal. (Tip: emboss several cards ahead of time.)

2. **Force the Card:**
   Let the spectator *peek* the card to avoid detection of the impression. Don't let them handle it—just a quick corner peek is enough. Then control it to the top.

3. **Double Lift:**
   Perform a double turnover to show a random card—not their selection. Turn it back face-down and lift off the **top card** (their force card), placing it cleanly on the table.

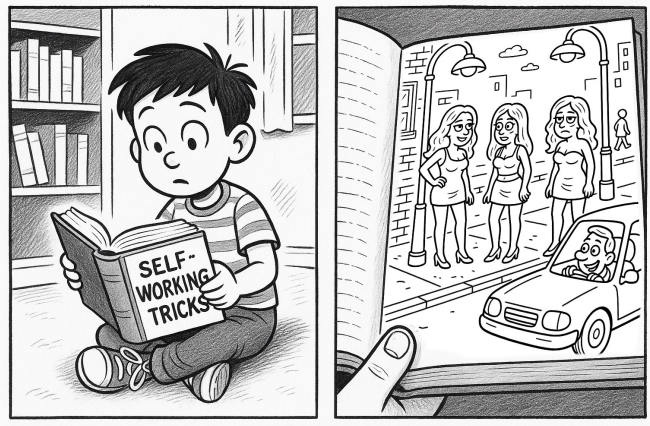
4. **The Reveal:**
   Lay a slip of paper, napkin, or even a receipt over the card. Begin rubbing the side of a pencil across the surface. As the impression underneath picks up the texture, the name of the selected card begins to emerge from the graphite.

5. **The Switch:**
   With the reveal complete, remove the paper and flip over the card to show it has **magically transformed** into their selection.


ACE
OF
HEARTS

Chapter 29

Inflated Truth



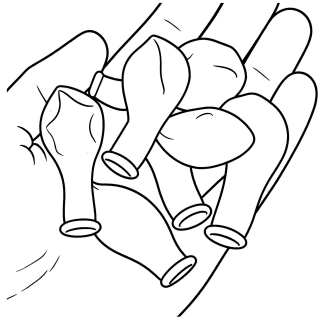
There’s something timeless about balloons. They're joyful, universal, and weirdly suspenseful when inflated. So why not use that to your advantage?

Custom-printed balloons are easy to order online, or you can often find preprinted ones

at local party stores — cities, animals, cartoon characters, you name it. For example, let's say you find a pack of balloons that say *Paris*. Buy a bunch — like 20 — all with the same design.

Now, set up a simple force. Maybe you force the word *Paris*, or even *Eiffel Tower*.

You pull out a handful of balloons, casually mixing them around.



Let the spectator choose "freely" — it doesn't matter, they all say *Paris*. Hold the balloon with the printed side facing away, inflate it, and as it grows, the design remains hidden. Build the tension.

"What city were you thinking of?"

They say *Paris*.

You smile, turn the balloon, and boom — the word *Paris* stretches into view. Clean. Direct. Big visual impact.

You've just turned a $0.50 party favor into a mind-reading moment. Now imagine doing it with custom balloon prints: names, playing cards, secret messages. The possibilities inflate quickly.

Additional Applications:

There's real power in personalization — especially when it's unexpected. One of the strongest, simplest reveals you can do is a **name** — and balloons make it hit harder.

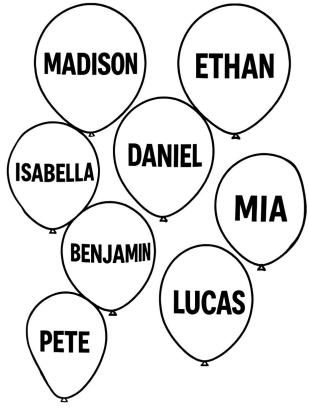
You can order balloons printed with the top 100 most common names. They're cheap, light, and take up almost no space in your stage case. That means you can carry an entire database of names — disguised as a handful of party supplies.

Ask someone their name. No pre-show, no fishing. Just ask.

Then casually dig into your case, pull out a balloon, and blow it up. As it inflates, their name appears — printed right on it. It's casual. Direct. Chilling. Because no one expects you to have **that many names** on hand. It feels impossible.

And it's repeatable. Scalable. Packs small, plays huge.

You didn't predict a card. You predicted *them*.



Chapter 30

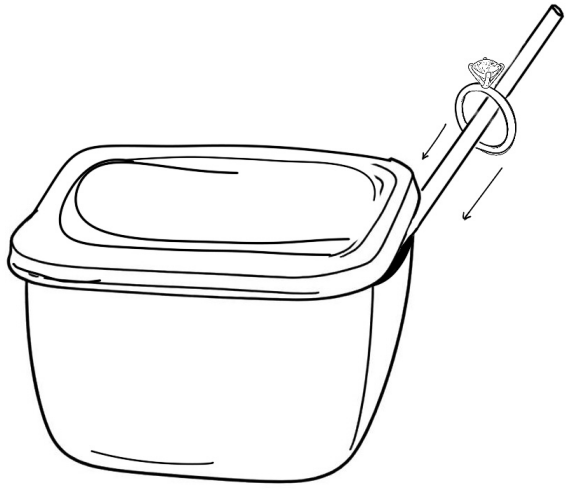
Tuperware

Nesting Tupperware Ring Vanish

You'll need a set of tightly nesting Tupperware containers—think of the kind that fit perfectly inside each other like Russian dolls. Stack them all together with their lids on, one inside the next, forming a single compact unit.

Run a dowel or stick straight through the center—from the outermost lid and bowl, all the way through to the smallest container inside. This keeps the whole stack aligned.

Now, take the borrowed ring and place it onto the exposed end of the dowel. Slowly let it slide down and disappear into the stack.



Once it reaches the bottom, remove the dowel and firmly press down on the top lid to seal the whole unit closed.

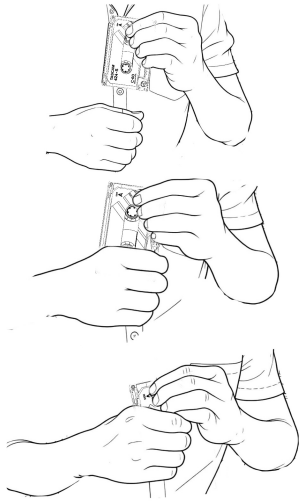
The ring is now nested deep inside layers of sealed Tupperware. It looks like an impossible location—and it's one heck of a final reveal.

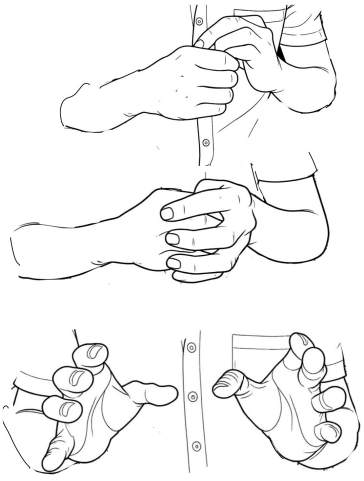
Nesting Kitchen Storage Boxes

Chapter 31

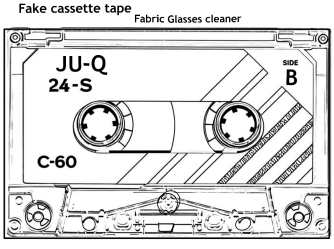
Mixtape Vanish

Effect: The magician displays a cassette tape — a relic from the past. ("For anyone under 30, this is how we used to summon music. Primitive, I know.") Then, with a wave of the hand… the tape vanishes.





Handling: It's a classic silk vanish using a thumbtip — nothing new there — but the *object* is the real deception. What looks like a legit cassette tape is actually a glasses lens cleaning cloth folded into shape. I get mine from **NerdWax**; they look eerily real.



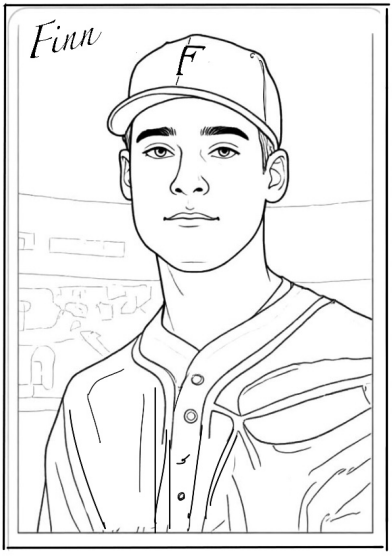
Magician's View

Additional Applications

You can apply the same method to other objects too. A folded baseball card works great and adds a nostalgic punch.

Fake Baseball Card

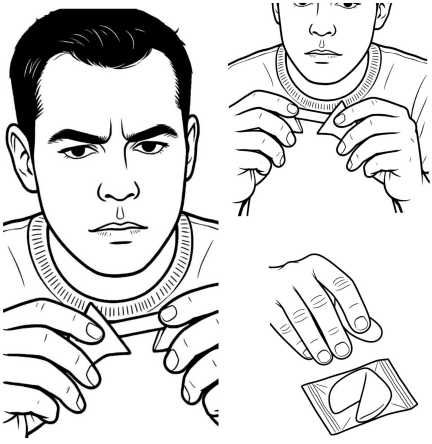
Cloth glasses cleaner



Chapter 32

Fin.

If you've made it this far, thank you. For reading. For wondering. For not skipping to the end (or at least pretending you didn't). Magic lives in the space between what is and what might be — and that space is better with you in it. Until next time… keep creating.



You will also be murdered
by a close family member

Also by

Architecture of Wonder— because magic deserves good bones.

The Deception Engine— 54 ways to lie beautifully.